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**E3Expo/Electronic Arts Celebrates Nascar's 50th Anniversary by Expanding  
Interactive Racing Product Line; EA SPORTS' Best-Selling Racing Video  
Game to Launch on Nintendo 64**

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ATLANTA--(BUSINESS WIRE)--May 28, 1998--Electronic Arts(tm) (NASDAQ:ERTS), theworld's largest interactive entertainment software company, today announced atthe Electronic Entertainment Expo (E3) trade show that it will release NASCAR(R)99 on the Nintendo(R) 64 and the PlayStation(R) this fall. Building on thephenomenal success of EA SPORTS'(tm) introduction of the NASCAR franchise lastyear on the PlayStation, the NASCAR Racing product series will expand in 1998 tothe Nintendo 64 platform. NASCAR 99 salutes NASCAR's 50th anniversary bydelivering 31 drivers and cars bumping and grinding on 18 tracks in an immersive3-D ride to victory lane.

The combination of EA SPORTS, the worldwide leading interactive sports brand,and NASCAR, the fastest growing sport in North America, has proven to be anincredible partnership for interactive racing fans. Last year, NASCAR 98 was the top-selling PlayStation racing video game according to market research firm, TheNPD Group. EA SPORTS is looking forward to another banner year with NASCAR 99 onboth the Nintendo 64 and the PlayStation platforms.

With the rumbling of over 750 horses under the hood and a music soundtrackfeaturing George Thorogood and the Delaware Destroyers, Stevie Ray Vaughn andJoe Satriani in Dolby(tm) Surround Sound, the adrenaline starts to quickly surgethrough NASCAR 99 drivers' bodies as they begin their racing season.

NASCAR 99 allows fans to race as any one of NASCAR's 31 drivers in theirrespective cars. Current drivers include such top names as Dale Earnhardt, MarkMartin, Jeff Gordon, Rusty Wallace, Bill Elliott, Ernie Irvan, Dale Jarrett,Terry Labonte, Kenny Wallace, Ricky Rudd and Dick Trickle. In celebration ofNASCAR's 50th anniversary, historical racing buffs can attempt to grab thecheckered flag racing as past legends such as "The King" Richard Petty, CaleYarborough, Davey and Bobby Allison and Benny Parsons.

Parsons, in addition to being featured as a historical driver, providesTV-style commentary in the game with racing broadcast legend Bob Jenkins.Parsons and Jenkins keep NASCAR 99 drivers informed during the race with thesame information that would normally be communicated during a televisionbroadcast such as field run downs, track and driver facts and continuouscolor-commentary during race action.

"NASCAR 99 really brings on the heat for all levels of console game racingfans," said Michael Pole, vice president and executive in charge of productionat Electronic Arts. "The NASCAR enthusiast is among the most knowledgeable anddie-hard fan of any sport. EA SPORTS and NASCAR worked very closely to ensurethat NASCAR 99 accurately represents every aspect of the sport in order to meetthe high standards of NASCAR followers. NASCAR was instrumental in giving EASPORTS access to tracks and drivers to achieve this level of realism. As fansplay NASCAR 99, they will see, hear, smell and feel NASCAR at its best."

NASCAR 99 features all new engine sounds recorded from inside a stock car atactual NASCAR tracks. Depending on the view that a driver chooses to race in -inside or outside the car - different racing noises are experienced. Thus, adriver view from inside the car produces more muffled

engine noises, while the view from outside the car is accompanied by the roar of the crowd, the sounds of other cars' engines and exhaust pipes.

Adding to NASCAR 99's realism is crew chief communications to the driver. Important information is provided during the race such as where the driver is in relation to the rest of the field, fuel level status and tire wear status. If a driver hopes to stay in a race he must listen to his crew chief. For example, if an accident has occurred on the track ahead, the crew chief will instruct the driver if he should go into a turn high or low depending on where the crash has taken place.

Drivers can speed around 18 NASCAR-sanctioned tracks ranging from road courses to short tracks to superspeedways. Just as real drivers must earn their NASCAR championship by winning on numerous types of tracks, NASCAR 99 drivers will have to face the same challenges as they race through the season. The thrill of night driving can also be experienced at the Charlotte Motor Speedway, Bristol Motor Speedway and Richmond International Raceway. In addition, dynamic lighting and shading applies when a race occurs during the day. As the sun changes position in the sky throughout the race, the reflection moves around the track as well as illuminates the magnificent paint jobs on the cars.

#### NASCAR 99: Driver Testimonials

NASCAR Driver Kenny Wallace: "I became an EA SPORTS NASCAR video game loyalist last year when I was faced with the challenge of racing a real exhibition in Suzuka Japan but had never seen or driven the track. I practiced for that road course by playing the NASCAR 98 game. I was amazed at the game's level of realism. It helped me determine how to drive the course when live practice was not realistic, considering the track is on the other side of the world. I can't wait to get behind the wheel of NASCAR 99."

Mark Martin, winner of the 1998 Las Vegas 400: "In NASCAR 99 you have a great variety of tracks. Certain drivers do well on road courses and some do better on the ovals. You have to race with a totally different strategy on a track like Las Vegas than on a superspeedway such as Talladega. NASCAR 99 does a very good job of mixing up the tracks and making the driver earn the championship by mastering all kinds of courses."

NASCAR 99 offers split screen racing allowing for competitive head-to-head driving, along with six other computer-driven cars to round out the field. In single player mode, 30 other computer-driven cars join the race. In the Nintendo 64 version it is possible to not only race head-to-head, but also with three and four user-controlled cars at a time. Racing action in NASCAR 99 can become quite intense with sparks, car damage and wall-marking occurring during collisions.

"EA SPORTS' NASCAR 99 provides a fun, interactive way for fans to enjoy NASCAR racing," said George Pyne, NASCAR vice president of marketing. "We're excited about the debut of NASCAR 99 during NASCAR's 50th anniversary year. Fans will enjoy the game's enhanced special effects as well as have the opportunity to race as one of their favorite NASCAR legends."

In 1997 more than 11 million people attended NASCAR events around the country and an additional 183 million people watched NASCAR races on television.

EA SPORTS is the leading interactive sports software brand in the world with a 58 percent marketshare. Its top-selling titles include FIFA Soccer, John Madden Football (tm), NHL (R) Hockey, NBA Live Basketball, PGA TOUR (R) Golf, Triple Play Baseball (tm) and NASCAR Racing.

Electronic Arts, headquartered in San Mateo, California, is the world's leading interactive entertainment software company. Founded in 1982, Electronic Arts posted revenues of \$909 million for fiscal 1998. The company develops, publishes and distributes software worldwide for personal computers and advanced entertainment systems. Electronic Arts markets its products under six brandnames: Electronic Arts, EA SPORTS, Maxis (tm), Origin Systems (tm) Inc., Bullfrog (tm) Productions Ltd. and Jane's (R) Combat Simulations. More information about EA's products and full text of press releases can be found on the Internet at <http://www.ea.com>.

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